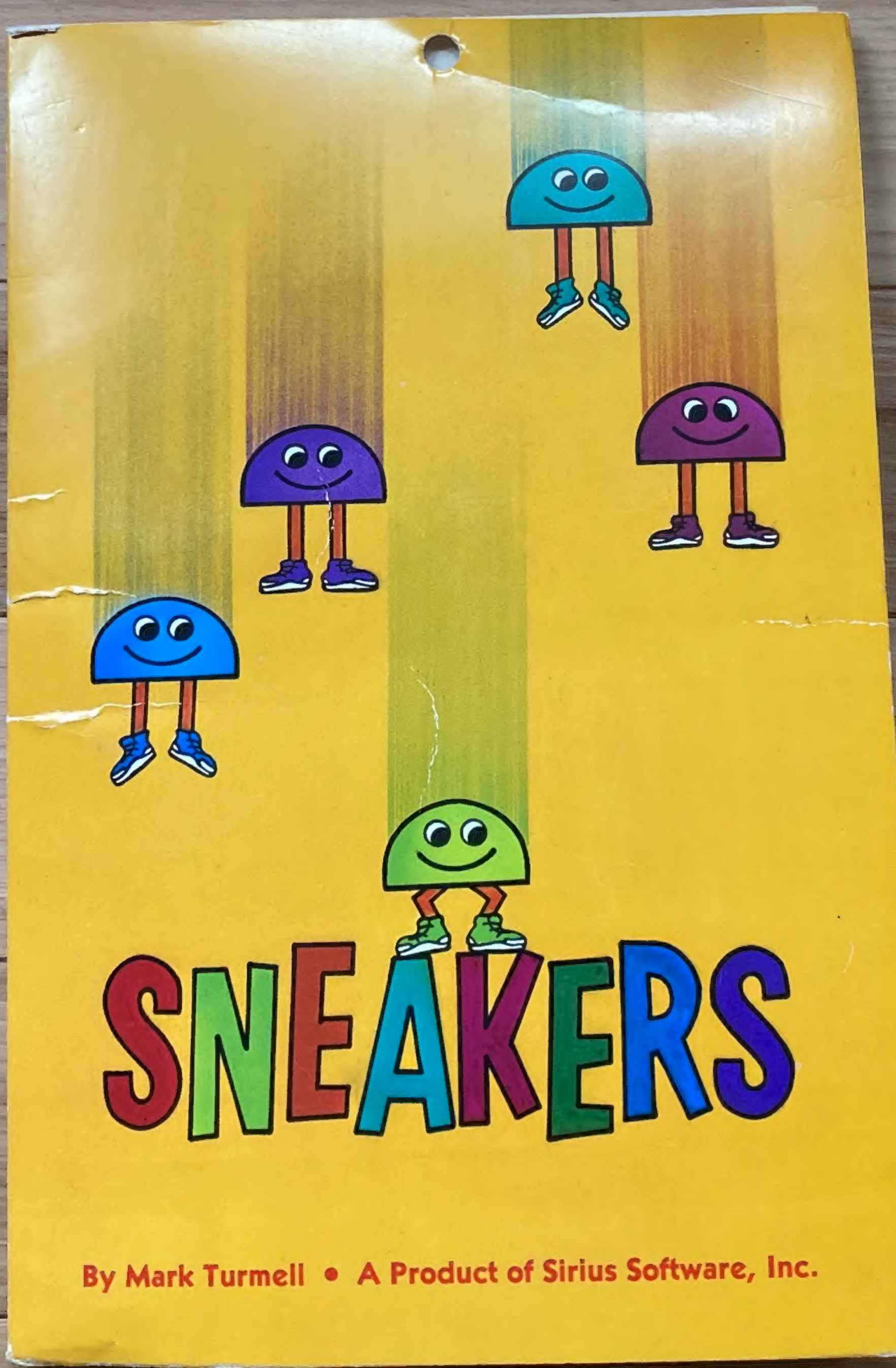

By Mark Turmell • A Product of Sirius Software, Inc.

SNEAKERS
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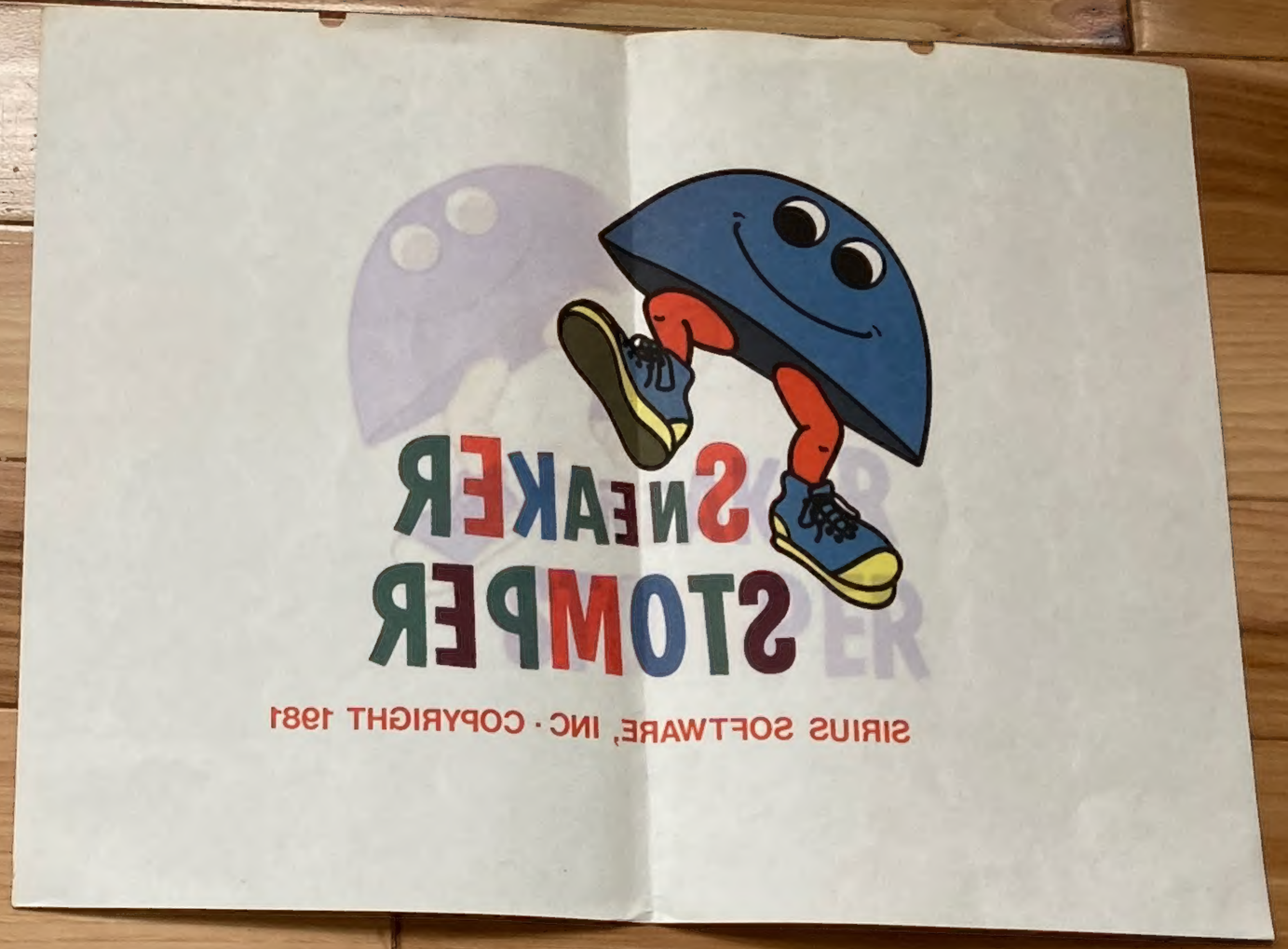
SNEAKER
STOMPER
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Sirius Software Presents:
SNEAKERS
FLEXIBLE
DISK
CONTROL
DATA

Sirius Software Presents:

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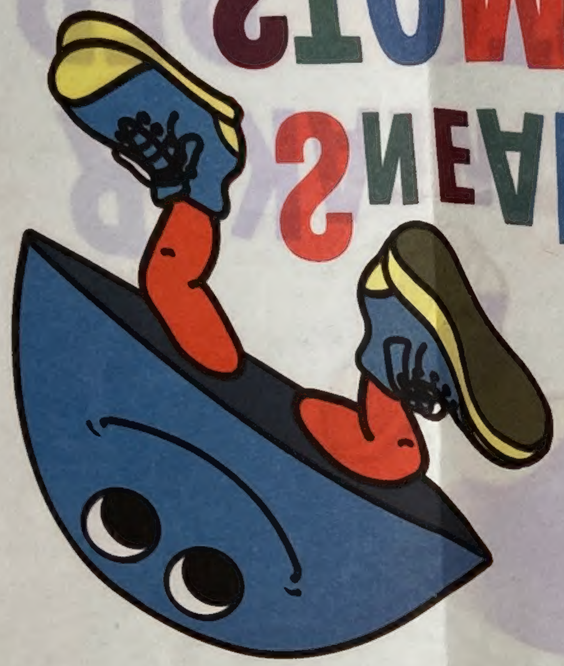
STOMPER



RS

tware, Inc.

re Presents:

ERS

IRON-ON INSTRUCTIONS

1. Place T-shirt on hard surface with 6 sheets of old newspaper inside of shirt.
2. Smooth out shirt material so that there are no wrinkles under the area to be covered by the iron-on transfer sheet, this means the layer of T-shirt **under** the newspaper as well as on top of it.
3. Place transfer sheet on shirt and hold in place with a straight pin in each corner.
4. With your iron set on high cotton and completely warmed up, apply iron to transfer sheet with firm pressure of approx. 25 lb., moving around the area constantly. Time of iron contact should be at least ten seconds. Care should be exercised here, as too long of contact will scorch the T-shirt. Make sure that the tip of the iron is not the only part of the iron to touch any particular area, because the tip is usually much cooler than the body of the iron.
5. 50-50 cotton and polyester T-shirts are preferred because their dye-retaining properties allow them to be washed in hot water. 100% cotton T-shirts **must** be washed in cold water and, even then, will lose some color intensity.

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WHAT SAY WE GO OUT AND STOMP A FEW

SNEAKERS

To Play:

Boot the Sneakers disk as you normally would. No need for a "Basics" disk. Press the space bar to start. You may play with paddles or keyboard. The paddles are preferred by most players.

The Controls:

If playing with the keyboard use the left and right arrows for movement and the space bar to fire. If playing with the paddles use paddle zero to move and paddle button zero to fire.

To restart the game press "CONTROL R" followed by a number for the level of play to restart at (usually "1"). To pause the game press "ESC".

To turn the sound on and off press "CONTROL S".

After the game is over the self running demo will return. You may interrupt the demo by pressing the space bar again.

Important:

This diskette, when booted, will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failing the test results in a "beep" and an attempt at rebooting will occur. If after several "beeps" the game is still not running, you have one of the following problems: 1) the disk drive is out of adjustment 2) there is bad RAM in the Apple 3) you have a bad diskette. Try the diskette on a different Apple to eliminate the possibility of a bad diskette. (We test all our products prior to shipment; however, a duplicate of the game is on the backside of the disk just in case.)

Programmed By Mark Turmell
Game Art Drawn With E-Z Draw
Assembly Language (48K)

Requires An Apple II Or Apple II+ Computer
Boots Directly With Either 13 or 16 Sector Controller

Sneakers, Copyright 1981 By Sirius Software, Inc.
E-Z Draw, Copyright 1980 By Sirius Software, Inc.
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Brochure Design By T. Kenney

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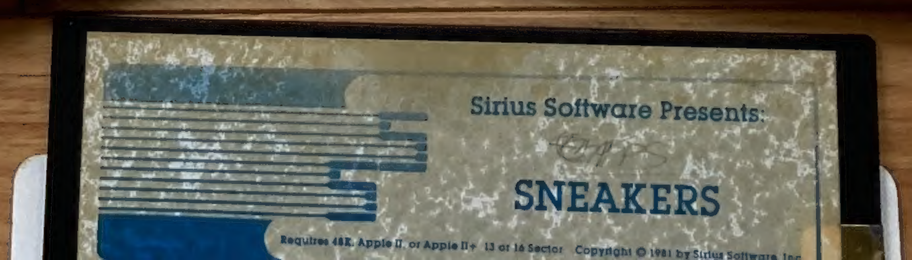
Sirius Software, Inc. 2011 Arden Way #225A
Sacramento, California 95825

Sirius Software Replacement Policy: Sirius Software will replace any defective disk with a new one for $10.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U.S.A. please include enough additional funds to cover return postage. The original disk must be returned to us for replacement.



D2D0048 QTY. 1

SNEAKERS
10 Points

CYCLOPS
25 Points

SAUCERS
30 Points

FANGS
30 Points

H WINGS
50 Points

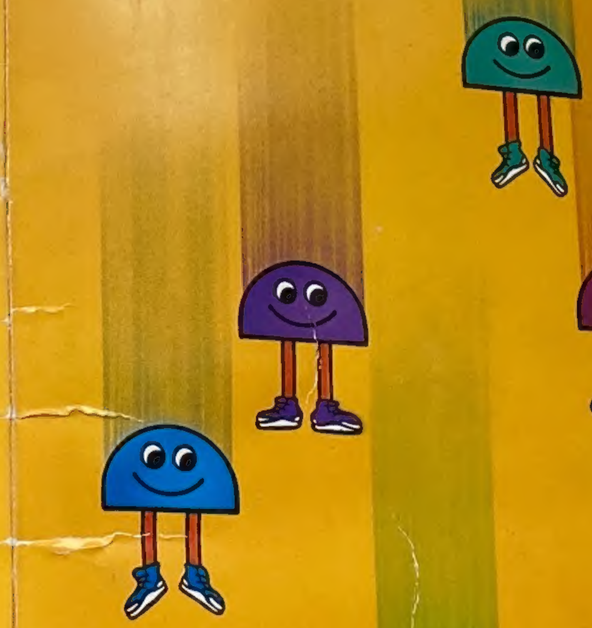
LARGE
METEORS
85 Points

SMALL
METEORS
12 Points

SCRAMBLES
75 Points

SCRUBS
100 Points

Requires An Apple II Or Apple II+ Computer Assembly Language (48K)



SNEAKERS

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D2D0048 QTY. 1

SNEAKERS
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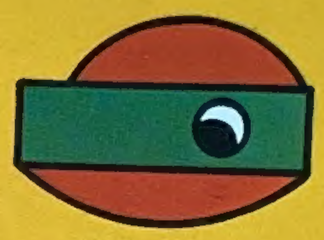
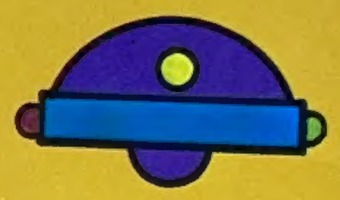
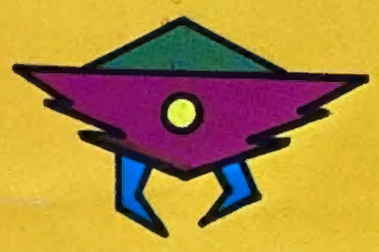


CYCLOPS
25 Points



SAUCERS
30 Points



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